TUNNEL RUNNER™

For the Atari® 2600™.
For one player.

**GAME PLAY
INSTRUCTIONS**

CBS Electronics

SETTING UP YOUR VIDEO CONSOLE

1. Hook up your video game system, following manufacturer's instructions.

2. With the power OFF, plug in the video game cartridge.

3. Turn power ON. If no image appears, check the connection of your game system to the TV, then repeat steps 1-3.

4. Plug a Joystick Controller *firmly* into the LEFT CONTROLLER jack of your video system.

5. Use the GAME SELECT switch to select either Game 1 or Game 2. The game you select will be indicated on the title screen:
Game 1—Memorized Mazes (maze configurations remain the same every time you play)
Game 2—Torture Tunnels (randomly-generated mazes; different ones every time you play)

6. To start the game, press GAME RESET. The beginning of the game is indicated by the appearance of the phrase "RUN 1" in the upper Score Line. As soon as the Time Line on the bottom of the screen is fully charged you may begin your first attempt at escape!

RAM PLUS™ Pat. Pending

RUN FOR YOUR LIFE!

Get a move on, Tunnel Runner. Those monstrous Maze Zots have picked up your scent and there's only one item on their menu—you! You've been running up and down tunnels like a rat for so long, you're starting to develop a taste for cheese. Oh sure, you can get out . . . you just haven't been able to find the Key to the right Escape Door, that's all. Wait! There it is! Quickly—pick it up and start making tracks for that door! You can hear one of those Zots hot on your heels! No time to check the Map—this better be the right way! There's a door up ahead. You did it! You're free!

Sorry, Tunnel Runner, not quite . . .

OBJECT OF THE GAME

The object of TUNNEL RUNNER is to successfully escape from an endless series of colorful, complex, three-dimensional mazes called Runs. To do this you must first find the key hidden in each Run. While in a Run, points are scored for every new Room you enter. Bonus points are awarded based on how long it takes you to escape from each Run.

TUNNEL VISION

In TUNNEL RUNNER, you, not a dot on the screen, are actually *in* the game, surrounded by walls as far as the eye can see. The built-in RAM PLUS™ Power Chip makes this unique first-person perspective possible. What you see on the screen is what actually lies right in front of you. **In other words, you can only "see" straight ahead no matter what direction you're pointed in.** It may take a few games before you get used to this "Tunnel Vision."

You begin each game with three lives. The solid squares in the upper Score Line indicate how many of your lives are left.
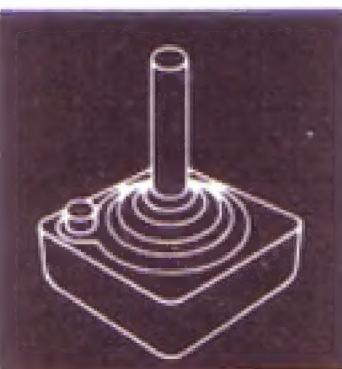
Use your Joystick Controller to maneuver within each Run. Hold the Joystick with the red button to your upper left toward the screen. Push it forward and you'll move ahead; pull it back and you'll move backwards. As you move, you'll hear a footstep for every step you take. To change the direction you're pointed in, push the Joystick to the left or right. These actions also have their own characteristic sounds. Throughout each Run you'll have to change direction in order to turn corners and/or enter Escape Doors.

Wall

Corner

Zot

Floor

Time Line

Score Line
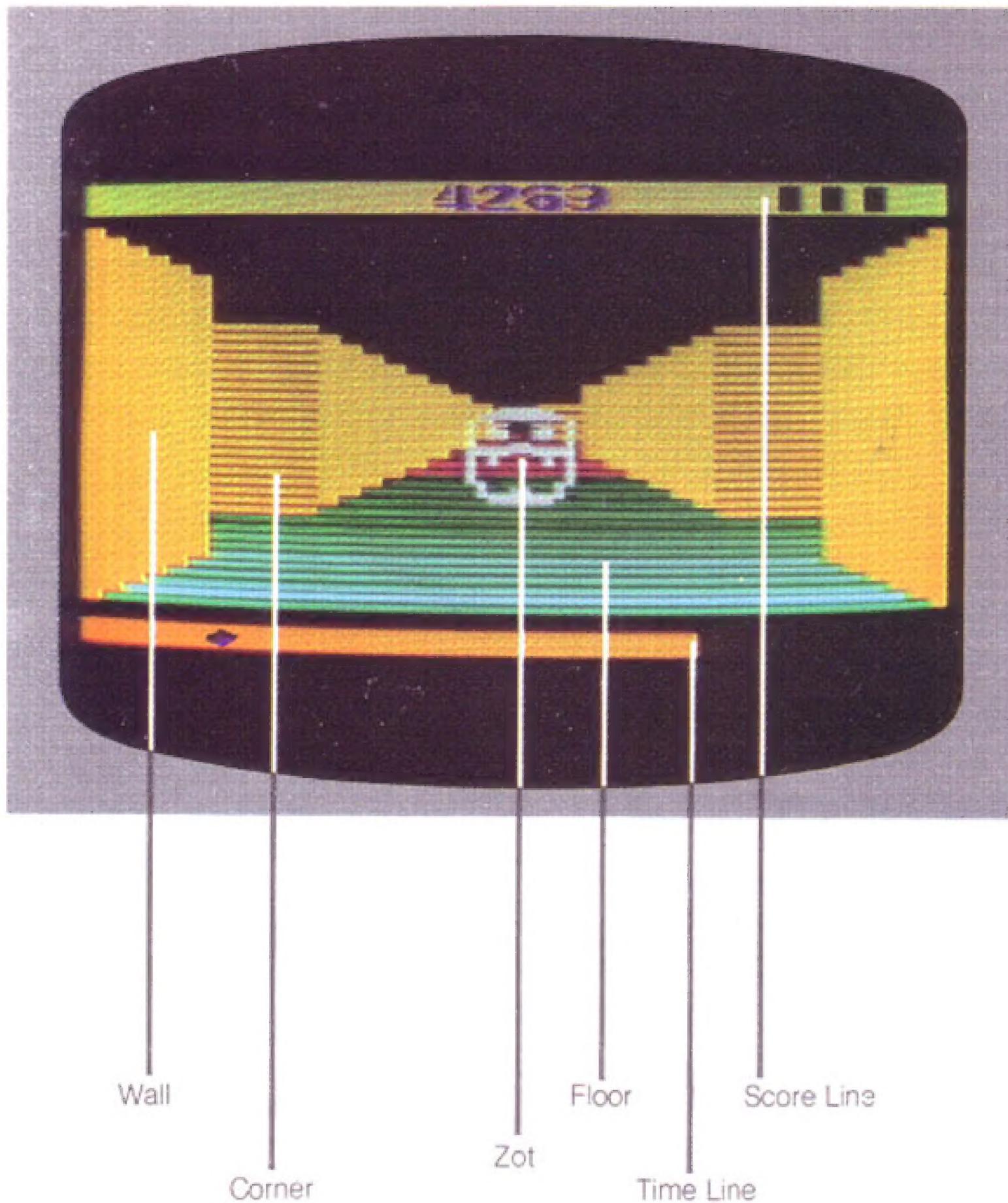
If, at any time, you crash into a wall, you'll hear a loud thud indicating a need to try a different direction.

You will be awarded one extra life for every 1000 points scored up to a maximum of four lives in reserve at any particular time.

RUNS

Runs are made up of intricate patterns of walls which form the twisting tunnels and corridors you must run through. As you move down a tunnel, you'll notice breaks in the wall pattern. These breaks indicate corners. You can turn a corner by changing the direction you're pointed in. As you approach the intersection, ready yourself on the Joystick. As soon as you reach it, push the Joystick in the direction of the desired turn and you'll then be looking down a new tunnel. After some practice, you'll be speeding down tunnels and turning corners like a pro!

FLOORS

The floor of each Run is divided into colored sections, each new color representing one Room of the Run. Points are scored every time you run into a Room *for the first time* within that Run. Point value is determined by the Run number. For example: In Run 1, you'll receive 1 point for every Room you enter for the first time; in Run 2, 2 points; Run 3, 3 points; etc.

A flashing floor section indicates the presence of one of the four different types of Escape Doors scattered throughout each Run. As soon as you come to the middle of a flashing floor section, you'll automatically stop dead in your tracks. You may then look around in all directions to find the Escape Door embedded in one of the surrounding walls. After doing so, you may decide to enter the Escape Door (if you can) or keep on running in whatever direction is available to you. The choice is yours.

Of course, you may resume running immediately upon entering a flashing floor section without taking time to examine the Escape Door.

ESCAPE DOORS

Each flashing floor section contains only one Escape Door.

UP & DOUBLE-UP DOORS
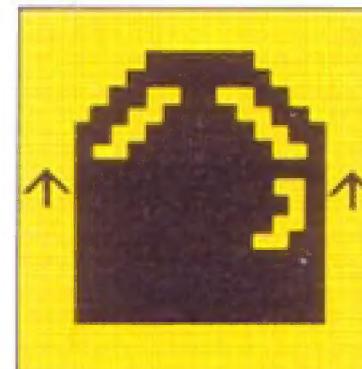
These are the doors that a Tunnel Runner must seek out if he/she expects to progress to the next Run. A door with one arrow pointing up indicates a safe way out of the Run and into the next, more challenging one. A door with two arrows pointing up will send you into a Run *two* levels higher than the Run you've just escaped from.
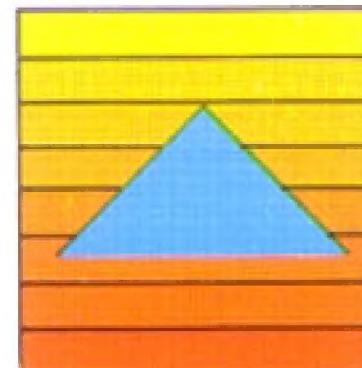
To enter either one of these Escape Doors, you must first find the flashing Key located elsewhere on the Run floor. Once you see it, pass over it to pick it up (your Compass arrow in the lower left corner of the screen will then begin to flash). It is impossible to enter an Up or Double-Up Door without the Key.

There is only one Key per Run and when you pick it up you'll be able to keep it for as long as you're in the Run, even if a Maze Zot catches you

TRANSPORTS
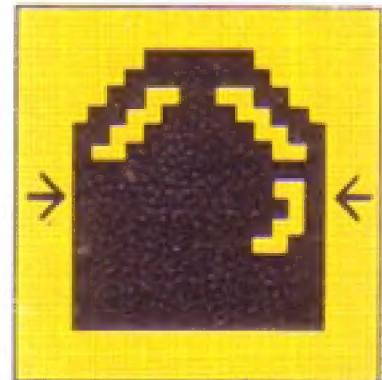
A door with two arrows pointing inward indicates a Transport. A Transport will toss you around the Run you're in and drop you off in a random location. Sometimes this location may be a few Rooms away from where you initially entered the Transport; sometimes it may be somewhere on the other side of the Run.

You do not need a Key to enter a Transport.

DOWN DOORS
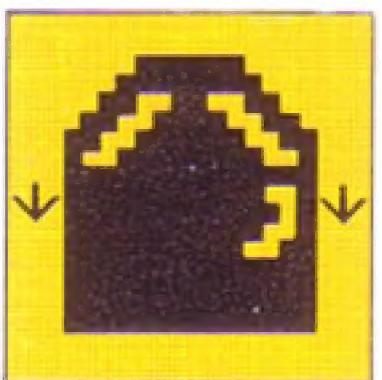
A door with two arrows pointing down indicates a Down Door. Entry into a Down Door will force you into the *preceeding* Run. While trapped in that Run, you will receive no points for running through Rooms and no bonus points upon escape. Obviously, you should not enter a Down Door unless you feel you have no other choice.

You do not need a Key to enter a Down Door.

ESCAPE BONUS

When you find the Key and manage to escape through an Up or Double-Up Door, you'll receive bonus points based upon the time left on your Time Line when you escaped. The higher the level of Run you escape from, the greater the bonus point potential.

If no time is left on your Time Line upon your escape, you'll be forced to repeat the *same Run for no points.* Only when you escape from that Run again, will you be allowed to score points on more challenging Runs.

Once your bonus points are awarded, your Time Line will be recharged for your attempt at escaping from the next Run.

MAPS

Previous, less successful Tunnel Runners have left behind special Maps for each of the Runs you'll find yourself trapped in. *Ideally*, a Map will show you the following:

- the entire area of the Run you're in.

- your position in the Run and the direction you're headed in (as indicated by the yellow arrow).

- the position and direction of movement of the Maze Zots (as indicated by the colored circles in motion).

Run Area

Compass

You

Zot
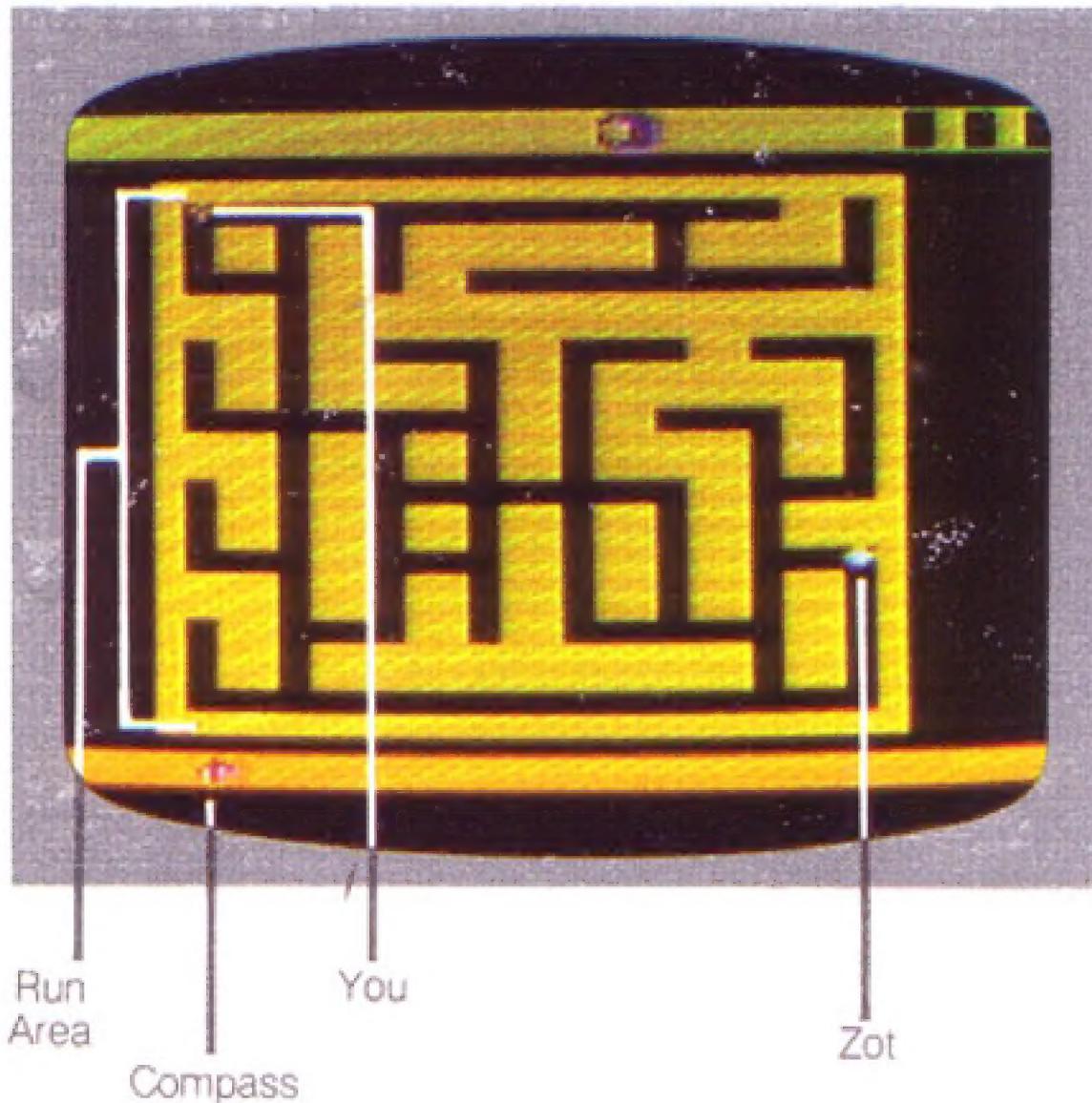
A Map will never show you:

- the location of the Key.

- the layout of Rooms within a Run.

- the location of Escape Doors.

However, as you progress into more challenging Runs, you'll quickly discover that some Maps are more useful than others.

To check the Map, press down on the red button on your Joystick Controller and hold it down for as long as you want to look at the Map.

While checking the Map, you're prevented from both moving and changing direction. Maze Zots, however, are constantly in motion. You can use your Map to note their movements and relative speeds in addition to marking their location.

MAZE ZOTS

Each Run is filled with different species of Maze Zots, monstrous little fellows with a keen sense of smell and a huge appetite for Tunnel Runners. Each Zot has his own sound and characteristics:

GREY ZOT

Slow, dumb and careless. Fairly easy to avoid on initial Runs.

WHITE ZOT

Faster and smarter. Will quickly sniff out your trail, but you should be able to outrun him.

RED ZOT

Graduated at the "head" of his class from Zot U. The quickest, most intelligent Zot of all.

In Run 1, only the Grey Zot will be present. Run 2 contains the Grey Zot and the White Zot. All Runs after that contain all three little nasties. As you progress into new, more challenging Runs, each Zot becomes faster, smarter and hungrier.

At no time can a Zot enter into an Escape Door.

If a Zot manages to catch you, you forfeit the life in play and your next life strarts at a random location within the same Run.

SPECIAL FEATURES

Compass

Your Compass is located in the lower left corner of your screen in the Time Line. It indicates the direction of your movement relative to the Map of the Run. The Compass is a useful tool for keeping track of where you're going, especially when you're trapped in a Run whose Map does not reveal your location.

Speed

The longer you hold your Joystick in either the forward or backward position, the faster your speed of movement. The higher the level of Run, the greater your maximum speed potential.

Maze Mysteries

The more expert you become at TUNNEL RUNNER, the greater your chances of running into some of its many secrets including some mysterious maze magic! These secret features may confuse you at first, but in the long run (pardon the pun) they'll increase the challenge and make playing TUNNEL RUNNER even more exciting!

END OF GAME

The game ends when you forfeit your last life in the brave but futile attempt to escape from the monstrous Maze Zots.

GAME VERSIONS

Game 1—Memorized Mazes. Runs increase in challenge and complexity following a predetermined pattern. The layout of each Run, including Key and Escape Door locations, will stay the same each time you play.

Game 2—Torture Tunnels. Thanks to the expanded memory provided by RAM PLUS technology, players may also select randomly-generated Runs. These Run layouts will almost never appear more than once.

SCORING

Your score is displayed in the Score Line at the top of the screen throughout the game.

Point Values:	
Entering a Room for the first time	1 point x Run number
Successfully escaping from a Run	Variable; based on time remaining on Time Line

STRATEGY HINTS

1. Keep your ears open! The more familiar you become with each Maze Zot's characteristic sound, the better you'll be at making quick decisions to run or wait without having to check the Map.

2. Learn to run and turn without stopping. Turn into a corner in advance of actually coming to the intersection and push up on the Joystick immediately after making the turn. You'll be able to keep up your momentum.

3. Don't spend too much time staring at the Map. Remember that the Maze Zots are constantly in motion and you're prevented from moving as long as the Map is on the screen.

CBS Electronics

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CBS Electronics, 601 Doremus Avenue
Newark, NJ 07105

In the event that your cartridge is replaced, the replacement will be continued on the original warranty for the balance of its term or for 30 days, whichever is longer.

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TUNNEL RUNNER is Dick "Bucko" Balaska's first game for CBS Electronics. Married, with a finite number of children, he makes his home deep in the crustasian layer of Connecticut. DB graciously thanks Cindy and Isis for their countenance while he lived inside "TR." (It's rumored that his flat is still somewhere in there.) His hobbies are fast bikes and fast chips.

Kudos also go out to Trevor Marshall and Lou Abbagnaro for their support and to Col Stone for his outstanding computer graphics. A round of applause to Andy Frank, the man responsible for the eerie sounds of Tunnel Runner. And a special note of thanks to Rich Eckerstrom and Dan Rappaport for keeping things going when the going got weird. (Can we go home now, Rich?)